

COMMODORE 64/128



**FEATURES** • twenty secret chambers to explore • dazzling graphics and animation • unique multiple player options

In "Bruce Lee" you will experience the power and the glory of Bruce Lee, one of the greatest masters of the martial arts. As Bruce Lee, you will confront a barrage of vicious foes. You must penetrate the fortress of the Evil Wizard and claim his fortunes. Destroying the Wizard will earn you immortality and infinite wealth.

AC 0006

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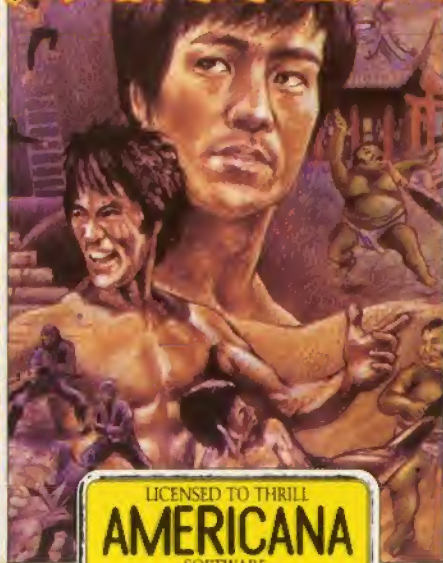
CBM 64/128

BRUCE LEE

AMERICANA  
LIVE ACTION  
SOFTWARE

COMMODORE 64/128

BRUCE LEE



LICENSED TO THRILL  
**AMERICANA**  
SOFTWARE

COMMODORE 64/128

An opulent, mysterious and perilous fortress is the setting as Bruce Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. The only way to get from one room to the adjoining room is to jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you'll see when your exit is possible.) Hint: You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Throughout your search for the wizard, you are attacked by the Ninja brandishing their bokken sticks. Even more dangerous is the Green Yamo, who runs after you and delivers crushing kicks. Duck and run away to foil their attempts to harm you, then come back, kicking and chopping - The Green Yamo can survive only three blows and the Ninja can survive only two. Take as many lanterns and cover as much ground as you can before these foes reappear.

To get around each room, you can climb vines (up, down, or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge, and jump down from a ledge without injury.

Hazards and traps await you in rooms close to the wizard's chamber. You must avoid electrical charges passing through gaps between ledges, pan lights streaming across the floor, and exploding t'sung-lin (bushies) appearing from nowhere. When you finally reach the wizard keep away from the fireball streaming from his eyes. Press the button which destroys the

wizard – and his fortunes are yours! Enjoy them, because your next foray into the fortress will be more difficult

## **LOADING**

Hold down SHIFT and press RUN/STOP.

## **NUMBER OF PLAYERS**

Press F5 key to indicate the number of players.

## **PLAY AGAINST THE COMPUTER OR AN OPPONENT**

Press the F5 key to indicate whether the player who is "up" as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (F3) and the computer/opponent indicator (F5).

## **INDICATORS**

They are shown on the top line of the screen. From left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

## **QUIT GAME**

You quit game and go to title page by pressing F1.

**KICK** by pressing the joystick button while you are running. You will deliver a kick in that direction.

**CHOP** by pressing the joystick button while you are standing still.

**LEAP** to get from one ledge to another by moving the joystick up and to the left or right.

**JUMP** to take a lantern or to grab onto a vine.

**CLIMB** up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top.

**DUCK** to avoid a blow from the Green Yamo, or the Ninja, by pulling the joystick down.

**PAUSE** the game by pressing the ENTER key.